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<u>F</u>	Response Projects and Suggested Requirements					
1. • • <i>A11</i>	Design and make your own t-shirt.  Illustrate a scene or character from the book on a t-shirt.  Write a short summary of the scene or description of the character and explain why either is important to the story.  genres					
2. • •	Create a mobile of items related to the story.  Select 10 items that represent people, places, or events in the book and hang them from a hanger using string or yarn.  Write a key that explains each object and why you chose it.  Il genres					
3. •	Make "wanted" posters for characters in the book.  Choose characters from the book who could be "wanted" for crimes, failures, or mistakes.  Research sample wanted posters. Information to include on your poster: the "crime," physical description, where the character was last seen, and reward amount.  genres					
4. • •	Make a new book jacket for the book.  Front cover: Draw and color an illustration for the book.  Inside front flap: Write descriptions of the main characters.  Inside back flap: Write a description of the setting and a short summary of the book.  Back cover: Write quotes from the book that are important to understanding the story.  genres					

- Create a collage to represent the book. Include at least 10 photos or illustrations.
- Write a key describing each item on the collage and its importance.

- 6. Write a comic book version of your book.
- Use comic panes, call-outs, and colored illustrations to retell the story. Fiction (Realistic, Historical); Mystery; Fantasy
- 7. Create a book in bag.
- · Choose 10 items that represent people, places, and events in the book.
- · Place them in a brown paper bag.
- Write a key describing each of the items and explain its importance.

  All genres
- 8. Write a letter to the author.
- · Include all elements of a friendly letter.
- Share:
  - ✓ Your opinion of the book and why
  - ✓ The character in the book you are most like and why
  - ✓ Your favorite part of the book and why
  - ✓ Questions that you have about the book
- Include your return address on the letter and an addressed envelope if you wish to send the letter.

All genres

- 9. Write out an interview between you and a character.
- Write 10 questions to ask the character. Then, answer each question as you think the character would respond based on the book.

All genres

- 10. Create a Ten Facts handout.
- Create a fact sheet of 10 facts that you learned by reading the book. Nonfiction/Informational; Biography or Autobiography
- 11. Create a board or eard game about the book.
- · Include details about the setting, characters, and plot.
- · Include instructions and all game pieces.

- 12. Draw and paint or color a portrait of a character.
- Include a description of the character whom you colored or painted. All genres
- 13. Write diary entries that a character would write that include details about the story.
- Diary entries should be at least 10 sentences each. Fiction (Realistic, Historical); Mystery; Fantasy; Biography or Autobiography
- 14. Create an illustrated timeline.
- Choose at least 10 important events from the story. Write a description of each event, and draw & color an illustration for each event.
- The events should be on the timeline in the order in which they occurred.

All genres

- 15. Create a diorama of a scene from the book.
- · Create a 3-D scene from the book inside of a shoebox.
- · Write a description of what the scene shows.

All genres

- 16. Make a map of places where the story took place.
- The map should be colored.
- Write a description of what each place is and why it is important. All genres
- 17. Create a sculpture of a character.
- · Use modeling clay or papier-mâché to sculpt a character.
- · Write a description of the character whom you sculpted.

All genres

- 18. Illustrate three important scenes from the book.
- · Drawings should be colored.
- · Write a description of what each scene is and why it is important.

- 19. Write a letter to the main character of your book.
- Include all elements of a friendly letter.
- Include questions, complaints, suggestions, or opinions.

Fiction (Realistic, Historical); Mystery; Fantasy; Biography or Autobiography

- 20. Create a travel brochure for a book.
- Make a colorful brochure based on the setting of your book.
- Give reasons people should want to visit this location.
- Describe what occurred in this location in the book.

Fiction (Realistic, Historical); Mystery; Fantasy

- 21. Send postcards from one of the characters to your teacher.
- On the back of each postcard, write a short summary of an important event from the story from the character's point of view.
- On the front, illustrate that event.

Fiction (Realistic, Historical); Mystery; Fantasy

- 22. Create a book award.
- · Create a special award for the book as well as an award ribbon.
- Illustrate the book's cover, and attach the book award ribbon.
- On the back of the book's cover, explain why you are giving the award. All genres
- 23. Create a CD album booklet about the book.
- Illustrate the front cover, and include the CD title and band
- On the back, come up with 10 song titles that represent characters, settings, or events in the book.
- On the inside of the booklet, write a short summary of the book.

  All genres
- 24. Create a picture book version of your book.
- Rewrite the book for a Kindergarten or 1st grade audience. Use short sentences and age-appropriate words so that they can read it easily.
- Illustrate each page to go along with the story.

Fiction (Realistic, Historical); Mystery; Fantasy

- 25. Write a report card for a character in your book.
- Choose a character in your book, and evaluate 5 of his or her traits based on how the character behaved in the story.
- · Support each grade with details from the book.

All genres

- 26. Write a new ending for the story or add an extra chapter.
- Write a different ending for the story and tell how it affects the characters, OR
- Write an extra chapter for the book that gives more details about an event that has already been described or a new event.

Fiction (Realistic, Historical), Mystery, Fantasy

- 27. Write a test about the book you read.
- Use information from the book to create a test that you could give other readers to check their understanding of the story.
- The test could include matching, multiple choice, fill-in-the-blank, and short answer questions.

All genres

- 28. Create a sports trading card for a sports figure.
- · On the front, draw and color a picture of the person.
- On the back, write the person's statistics such as name; birthday; hometown; high school or university attended; sport played; how he or she got started in the sport; and important accomplishments.

Biography or Autobiography

29. Create a Venn diagram to show similarities and differences between the main character and yourself.

Fiction (Realistic, Historical, Mystery); Biography or Autobiography

- 30. Make a PowerPoint presentation about your book.
- Include information such as title, author, plot outline, setting description, character descriptions, favorite part, book review, and facts that you learned.